

**IN THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application.

1-25. (Cancelled)

26. (Currently Amended) A gaming machine, comprising:

a processor for randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount, said processor monitoring time signals from a clock;

a display for displaying thematic game artwork for a wagering game; and

a memory device coupled to said processor and storing at least two data sets for producing at least two different types of said thematic game artwork, one of said at least two different types of thematic game artwork has a standard motif, another of said at least two different types of thematic game artwork has a holiday motif including animated characters having indicia associated with said holiday motif, said processor automatically selecting one of said at least two data sets primarily in response to said processor monitoring a time signal corresponding to at least one day in a calendar year, said at least one day being a holiday a predetermined time.

27-28. (Cancelled)

29. (Original) The gaming machine of claim 26, wherein said display is selected from the group consisting of dot matrix, CRT, LED, LCD, and electro-luminescent displays.

30. (Cancelled)

31. (Original) The gaming machine of claim 26, further including an audio speaker for broadcasting audio elements, said memory device storing at least two audio data sets for producing at least two different types of audio elements, said processor selecting one of said at least two audio data sets in response to said processor monitoring said time signal.

32. (Previously Presented) The gaming machine of claim 26, wherein said thematic game artwork is associated with said plurality of outcomes.

33. (Previously Presented) The gaming machine of claim 26, wherein said thematic game artwork is unassociated with said plurality of outcomes.

34. (Cancelled)

35. (Currently Amended) The gaming machine of claim 26 ~~34~~, wherein said holiday is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4<sup>th</sup> of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

36. (Currently Amended) The gaming machine of claim 26 34, wherein said at least one day further includes at least one day before and after said holiday.

37-38. (Cancelled)

39. (Original) The gaming machine of claim 26, wherein said clock is internal to said processor.

40-45. (Cancelled)

46. (Currently Amended) A method of operating a gaming machine, comprising:  
displaying, on a video display, standard game artwork for a wagering game, the standard game artwork having a first theme;  
monitoring real time;  
automatically displaying, on the video display, modified game artwork in response to said real time being a predetermined time, said modified game artwork have a second theme different from the first theme, the second theme being indicative of a commonly known societal event that is associated with said predetermined time,  
said modified game artwork includes visual elements on said video display that are selectable by said player and have indicia associated with said second theme;  
and

randomly selecting one of a plurality of outcomes of said gaming machine in response to a wager amount and receiving a selection by a player of at least one of said visual elements.

47. (Original) The method of claim 46, wherein said step of monitoring real time includes monitoring a clock that is external to a processor in said gaming machine.

48. (Original) The method of claim 46, wherein said step of monitoring real time includes monitoring a clock that is internal to a processor in said gaming machine.

49. (Previously Presented) The method of claim 46, wherein both of said steps of displaying include the step of downloading data corresponding to said modified game artwork from a memory device.

50. (Original) The method of claim 49, wherein said steps of downloading include accessing a memory device that is external to said gaming machine.

51. (Original) The method of claim 49, wherein said steps of downloading include accessing a memory device that is internal to said gaming machine.

52. (Original) The method of claim 46, wherein said commonly known societal event is a holiday.

53. (Original) The method of claim 46, wherein said commonly known societal event is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4<sup>th</sup> of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

54. (Cancelled)

55. (Previously Presented) The method of claim 46, wherein said modified game artwork includes visual elements that are non-selectable by said player.

56-99. (Cancelled)

100. (Currently Amended) A method of operating a gaming system, comprising:  
displaying on a video display standard symbols for a wagering game, the standard symbols having a first theme;  
monitoring real time;  
automatically displaying on the video display modified symbols in response to said real time being a predetermined time, said modified symbols being the same as said standard symbols but having indicia indicative of a commonly known societal event so as to have ~~having~~ a second theme different from the first theme, the second theme being indicative of said a commonly known societal event that is associated with said predetermined time; and  
randomly selecting one of a plurality of outcomes of said gaming system in response to a wager amount.

101. (Currently Amended) A method of operating a gaming system, comprising:
- randomly selecting game outcomes for each wager;
- displaying the game outcomes on a video display using symbols selected from a first set of symbols, said displaying including simulating the rotation of a plurality of video reels bearing said first set of symbols and stopping said plurality of video reels such that a certain symbol combination indicates one of said game outcomes;
- monitoring real time for a predetermined time; and
- displaying the game outcomes using symbols selected from a second set of symbols in response to the real time being the predetermined time, said displaying including simulating the rotation of a plurality of video reels bearing said second set of symbols and stopping said plurality of video reels such that a certain symbol combination indicates one of said game outcomes, the second set of symbols being different from said first set of symbols and being indicative of a commonly known societal event that is associated with said predetermined time.
102. (Cancelled)
103. (New) The method of claim 101, wherein said commonly known societal event is a holiday.

104. (New) The method of claim 103, wherein said holiday is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4<sup>th</sup> of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.

105. (New) The method of claim 102, wherein said commonly known societal event is a holiday.

106. (New) The method of claim 105, wherein said holiday is selected from a group consisting of Valentine's Day, St. Patrick's Day, Mardi Gras, Easter, the 4<sup>th</sup> of July, Halloween, Thanksgiving, Christmas, New Year's Eve, and New Year's Day.